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ABSTRACT

This paper describes the types of stories in the second year of the Southwest Regional Laboratory (SWRL) Reading Program and contains specifications for each type of story. The stories are described in terms of their characters and plot content, procedures for selecting new-word content, and word-usage and story-length specifications. This document was first issued as part of an SWRL memorandum by H. J. Sullivan (1970). The original text has been somewhat edited by Bruce Cronnell and Roger Scott to reflect current decisions on program structure. (Author)

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STORY SPECIFICATIONS FOR THE SECOND YEAR OF THE SWRL READING PROGRAM

The SWRL Reading Program is based on the use of spelling-to-sound correspondence rules (as described in Berdiansky, Cronnell, and Koehler, 1969). For use in reading instruction, such rules must be sequenced to provide for cumulative development of reading skills. Berdiansky, Stanton, and Cronnell (1971) have specified recommended rules and word populations for each year in the four-year program.

The story content for the first-year of the Program has been previously specified (Sullivan et al., 1969). The present paper specifies the stories for the second-year. The stories are described in terms of their characters and plot content; procedures for selecting new-word content are given; and word-usage and story-length specifications are included.

STORY TYPES

There will be a total of 76 stories in Second-Year Reading. These include 46 Fantasy Stories, and 30 Fiction Stories. Basic characteristics of each type of story are outlined below:

Fantasy Stories:

Prototype Stories:	Mod 1 SYCSP Fantasy Books
Characters:	No specific set throughout series. Both people (primarily children) and animals (primarily non-domestic and non-forest) should appear frequently as characters. First-Year animals (Sullivan et al., 1969) are prohibited.
Plot Types:	Broad range of literary genre. Heavy on games and adventure. Also mystery, science fiction, humor, a limited number of fairy tales, and from 3-5 poems.

Fantasy Stories (cont.)

Art Style:	Varied by story. Cartoon, stylized, and contemporary.
Function:	Established a basic[1] vocabulary of rule-based and non-rule-based words.

Fiction Stories:

Prototype Stories:	Mod 1 SYCSP Fiction Books
Characters:	Four families similar to those in Mod 1 SYCSP Fiction Books.
Plot Types:	Mostly everyday adventures and games involving the children with each other and occasionally with their parents. Stories should include more action and less dialogue than Mod 1 SYCSP Fiction Books.
Art Style:	Realistic, as in Mod 1 SYCSP Fiction
Function:	Provide for acquisition by the children of additional rule-based words through use of word-attack skills.

WORD USAGE AND STORY-LENGTH SPECIFICATIONS

Outlined on the following page for each type of story is the total number of new words per story, the source of the new words, and the minimum frequency for each new word in the first story in which it appears. There are no repetition requirements for new words after the first story. Procedures for selecting the new words for each type of story are described later in this paper.

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[1] The children should be able to sound out most rule-based words contained in the Fantasy Stories, so that they should acquire the words initially on a word-attack basis, rather than learning them by sight. However, the Fantasy Stories and accompanying instruction are designed to ensure that the children do acquire a basic reading vocabulary on a sight basis, in the event that they cannot read the words using word-attack skills.

Type of Story	New Words per Story	Source of New Words	Minimum Usage in First Story
Fantasy	5	All exemplars of rule(s) listed in Appendix B for that story	3
Fiction	6-8	5 as specified in Appendix B from either all exemplars of the rule or from the word-attack exemplars in Appendix D. 1-3 unused exemplars from the same source of content specified in Appendix B for the Fiction words for the immediately preceding rule for which a Fiction Story was written.	2

Acceptable ranges of story lengths for each type of story are listed below. Within a given sequence of stories, as grouped below, the length should increase from the earliest stories in the group to the latest stories.

Fantasy Stories		Fiction Stories	
Story Numbers	Number of Words	Story Numbers	Number of Words
1-15	250-350	1-10	250-350
16-30	300-425	11-20	325-450
31-45	350-500	21-30	425-550

There will be no limit set on sentence length at this time. However, very long or complicated sentences are to be avoided by the writers and excised by the editor. Other guidelines on sentence structure and style for all types of stories are listed below:

- Subject-verb-object order should be used most frequently in sentences.
- Complete sentences are to be used in all narration.

. Sentence fragments may be used in dialogue when appropriate.

. No sentences should start with the conjunctions and or but.

. The maximum number of clauses in compound and complex sentences is two.

. The maximum number of prepositional phrases in order is two, unless specific exceptions are made by the editor.

. Idioms and excessive description are to be avoided.

. Common non-dated colloquial expressions (i.e., normal conversation colloquialisms) may be used in dialogue.

The beginning word list for both types of second-year stories is presented in Appendix A of this paper. New words available for use in subsequent stories vary with the type of story as described below.

Story Type	Available Words
Fantasy	All new words from previous Fantasy Stories
Fiction	All new words from previous Fantasy and Fiction Stories

Procedures for selecting new words for each type of story are described in the following section of this memo.

SELECTING NEW WORDS

Most new words for the second-year stories are exemplars of the most recently taught rule(s). Appendix B reveals that sometimes there is only a Fantasy story for a given rule, while on other occasions there are both Fantasy and Fiction stories. The procedures to follow in selecting the words for a story depend upon the number of stories for a rule and the source of new-word content for the Fiction Story, as specified for each rule in Appendix B. The word-selection procedures for each condition are listed below.

When a rule has a Fantasy Story only (e.g., Y19,[2] Fantasy Story 12)

Select any 5 exemplars of the rule(s)[3] from the exemplars listed for the rule(s) in Appendix C.

When a rule has a Fantasy Story and a Fiction Story

If the source of new-word content for the Fiction Story is all exemplars of the rule--

1. Select concurrently for each type of story 5 exemplars of the rule (10 in all), as listed in Appendix C of this paper. Greater use in subsequent stories will be permitted for the Fantasy words than for any other type, so this should be considered in word selection. The child will be expected to sound out the Fiction words, so an attempt should be made to select familiar words that are judged to be rather easily "sound-outable" as Fiction words.

2. For the Fiction Story, select 1-3 exemplars from the immediately preceding rule (or set of rules, if the most recent Fiction Story was based upon 2 or more new rules) for which a Fiction Story was written. These exemplars must be selected from the same source of content specified for the Fiction Story for the immediately preceding rule. Add them to the 5 new words selected from exemplars of the present rule. Each Fiction Story should contain a total of 6-8 new words.

If the source of new-word content for the Fiction Story is the word-attack (W-A) instruction for the rule(s)--

1. Select the 5 Fiction words for the rule(s) from the list contained in Appendix D of this paper.

2. Select the 5 Fantasy words from all remaining exemplars of the rule as listed in Appendix C.

3. For the Fiction Story, select 1-3 exemplars from the immediately preceding rule or set of rules for which a Fiction Story was written. These exemplars must be selected from the same source of content specified for the Fiction Story for the immediately preceding rule. Add them to the 5 new words selected as exemplars of the present rule.

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[2] Numbers refer to spelling-to-sound correspondence rules, described in Berdiansky et al. (1969, 1971).

[3] If two rules are listed for any type of story, (e.g., U11, EE10 + E18, Fantasy Story 11), at least two exemplars of each rule must be selected as new words for the story.

REFERENCES

Berdiansky, B., Cronnell, B., & Koehler, J. Jr. Spelling-sound relations and primary form-class descriptions for speech-comprehension vocabularies of 6-9 year-olds. Technical Report No. 35, 1969, Southwest Regional Laboratory for Educational Research and Development, Los Alamitos, California.

Berdiansky, B., Stanton, G., & Cronnell, B. Design for sequencing spelling-to-sound correspondences in Mod 2 reading program. Technical Memorandum TM 2-71-03, 1971, Southwest Regional Laboratory for Educational Research and Development, Los Alamitos, California.

Sullivan, H.J. Mod 2 SYAP stories. Memorandum, February 4, 1970, Southwest Regional Laboratory for Educational Research and Development, Los Alamitos, California.

Sullivan, H.J., Stanton, G., Connolly, L., Wiesbauer, M., & Larson, J. Content and specifications for the 1970-71 first-year reading books. Development Memorandum DM13, 1969, Southwest Regional Laboratory for Educational Research and Development, Los Alamitos, California.

APPENDIX A

BEGINNING WORD LIST FOR ALL SECOND-YEAR STORIES

a all am an and Ann ant are ask at

back bad bam band bank be bed bell belt bend bent best box Bud but

camp can crack crash cut

Dash den did dig dip dish dot down drum duck dust

fell fish fix from fun

get glad go grass

had ham has he help hid hill him his hop hot

I in is it

job jump just

keep

land lend let lid Lil lit lock log lot luck

man map Mat mask me melt met mop mud must

nap Nat need nest net next nip not now

of on out

pack Pam pan Pat path pen pick pin Pip pit play pond pop put

rent rest rock Ruff run

sack sad said sand sat see sell send sent set she shell ship shop shut sick sink sit skid skip skunk slam slick slid slip smash Snap sock spell spin spot steep stick still stop stuck sunk swim

tack tank Ted tell ten tent thank that the then them there thick think this tin Tip to top track trap tree trick trip truck trunk tub Tut

up us

want we well went wet will wink wish with

yell yes yet you

APPENDIX B

NEW WORD CONTENT FOR SECOND-YEAR STORYBOOKS BY RULE AND STORY TYPE

	New Content by Type of Story			
	Fantasy		Fiction	
Rule	Story No.	Content	Story No.	Source of Content
ing[1] ending (added to base word only)	1	5 or more previous words with ing added	No story (--)	
ing ending (with final consonant doubled)	2	5 or more previous words with ing added	--	
ed ending (added to base word only)	3	5 or more previous words with ed added	--	
ed ending (with final consonant doubled)	4	5 or more previous words with ed added	--	
es ending	5	5 or more previous words with es added	--	
's ending	6	5 or more previous words with 's added	--	
			1 & 2	Names of Fiction Story characters
NG10	7	5 exemplars	3	Word-Attack Practice List (W-A)
A11 + E18	8	5 exemplars	4	All
I11	9	5 exemplars	5	All
O11	10	5 exemplars	6	All
U11; EE10 + E18	11	5 exemplars	--	
Y19	12	5 exemplars	--	

[1] The following endings may be used with any previous or permissible word within a given type of story after the ending has been taught and word-repetition requirements satisfied: s, ing, ed, es, 's, er, ly, y.

New Content by Type of Story

Rule	Fantasy Story No.	Fantasy Content	Fiction Story No.	Fiction Source of Content
C11, G11	13	5 exemplars	7	W-A
A21	14	5 exemplars	8	W-A
O21	15	5 exemplars	9	A11
U21, I21, & O22	16	5 exemplars	10	W-A
Non-rule words	17	give, have, your, do, plus one unused exemplar of previous rules	--	
Compound words[2]	18	5 exemplars	11	A11
E21 (comparative and noun forms of previous words)	19	5 or more previous Fantasy or first-year words with er added	12	Any previous word with er added
Y17 (ly ending)	20	5 or more previous Fantasy or first-year words with ly added	--	
Y17 (base word + y)	21	5 previous Fantasy or first-year words with y added	13	Any previous word with y added
CH10, TCH10	22	5 one-syllable exemplars	14	W-A
WH10, QU10	23	5 one-syllable exemplars	15	W-A
Non-rule	24	what, who, was, plus two unused exemplars of previous rules	--	

[2] Both base words in any compound word selected for the Fantasy Stories must previously have appeared in the Fantasy or first-year stories. Both base words for Fiction Story compound words must have appeared previously in either first- or second-year stories. Any compound word meeting these requirements may subsequently be used in Fantasy or Fiction Stories without being listed as a new word, but no more than two new compound words may be included in any single story.

New Content by Type of Story

Rule	Fantasy Story No.	Fantasy Content	Fiction Story No.	Fiction Source of Content
AY10	25	5 exemplars	16	W-A
EA11	26	5 exemplars	17	Any one-syllable exemplar
OO11	27	5 exemplars	18	All
OW11	28	5 one-syllable exemplars	19	W-A
A23	29	5 exemplars	--	
O23	30	5 exemplars	20	All
Non-rule	31	were, here, where, they, plus one unused exemplar of previous rules	--	
I22	32	5 exemplars	--	
EA31	33	5 exemplars	21	W-A
OO12	34	5 exemplars	22	All
OW12	35	5 exemplars	23	All
O31	36	5 exemplars	24	W-A (O31 & U31)
U31	37	5 exemplars	--	(See above)
Y17	38	5 exemplars	25	W-A
Non-rule	39	any, many, very, one, once	--	
LE22	40	5 exemplars	26	W-A
VCCe	41	5 exemplars	27	W-A
E17 & E21 (2 syllable)	42	5 exemplars	28	W-A

New Content by Type of Story

Rule	Fantasy Story No.	Fantasy Content	Fiction Story No.	Fiction Source of Content
017, I17	43	5 exemplars	29	W-A
A17	44	5 exemplars	30	All
Non-rule	45	door, floor, flood, dwarf, castle	--	
TOTAL RULES = 47				
TOTAL STORIES	45		30	= 75
APPROXIMATE NO. OF NEW WORDS	225		220	= 445

APPENDIX C
SECOND-YEAR RULES AND EXEMPLARS

RULE	EXEMPLARS
ing ending	Any previous word with ing added
ing ending	Any previous word with final consonant doubled when ing is added
ed ending	Any previous word with ed added
ed ending	Any previous word with final consonant doubled when ed is added
es ending	Any previous word with es added
's ending	Any previous word with 's added
NG10	bang ding gang hang hung king rang ring rung sang sing sung thing wing
	bring clang sting stung swing swung
	spring string long song strong
A11 + E18	ale ape ate
	bake cake came cane cape cave date fade fake game gate gave hate lake late made make male mane name pane rake safe sale same save shade shake shame shape shave take tale tame tape wade wake wave bare care dare share
	blade blame blaze brake brave flame frame grade grape grave plane plate scale skate slave snake stale state trade scare stare
	scrape
I11	bike bite dime dine dive fine fire five hide hike hire hive kite life like line live(adj) mile mine nine pile pine pipe ride ripe shine side size tide time tire wide wife wine wipe wire
	bride drive prize slide smile tribe
	strike stripe

O11

ore

bone coke cone dope hole home hope joke
mole note poke pole robe rode rope vore
woke more shore sore tore wore

broke drove froze score smoke spoke stole
stone store stove snore

U11

cube cute June mule rule tube

EE10 + E18

breeze freeze sleeve sneeze

Y19

by cry dry fly fry my sky try by shy

C11

ice

face lace mice nice race rice

cent

place price slice space trace twice

G11

gee

age

cage huge page

stage

A21

arm art

bar car far jar

bark barn card cart dark farm hard mark
park part shark sharp yard yarn

star

scarf smart start

O21

or

for

born cord corn fork fort horn short torn
worn

sport stork storm

U21	fur purr
	burn curb curl hurt turn
	burnt
I21	bird birth dirt shirt girl third
	stir
	first thirst
	skirt
O22	word work worm
	world worst
Compound Words	bathtub cannot deerskin catfish cutout fishpond lipstick gumdrop into pickup sunset tomcat milkman onto pigpen uphill upset outside
	herself himself itself myself
	beehive teenage bathrobe pancake bedtime drugstore inside milkshake cupcake jumprope sunshine upside
	fireplace homemade icebox fireworks homework workshop
E21 (comparative and noun forms of previous words)	baker banker batter camper cutter drummer freezer fibber flyer helper hunter jumper player robber runner singer starter swimmer winner farmer zipper thinker miner rider
Y17 (ly endings)	badly bravely gladly hardly lonely nicely partly sadly safely shortly warmly weekly softly
Y17 (base + y)	bumpy curly daddy dirty dolly dusty fatty fluffy funny furry fuzzy hilly lucky messy mommy muddy puppy rocky sandy skinny sleepy sticky stormy sunny thirsty foggy Shorty

CH1O	check cheek chill chin chip chop
	much such
	chance chart chest chirp chore chunk church
	bench bunch inch lunch march pinch porch punch ranch
	branch
	cherry chicken children chipmunk chubby
	sandwich
TCH1O	itch
	catch match patch pitch witch
	stitch switch
	scratch stretch
	hopscotch
	catchup kitchen pitcher
WH1O	why
	wheel when which whip
	whale while white
QU1O	quack queen queer quick quit
	quart
	square squeeze squirm squirt
	quicksand
	quickly
	squirrel

AY10	day hay lay may pay say way
	play pray stay
	spray
	maybe playmate runway Sunday today birthday daytime driveway
	away
	crayon prayer player
EA11	pea sea tea flea peanut teacup teapot
	meal real seal steal really
	team dream steam scream stream
	each beach peach reach teach teacher teaching
	cheap
	eagle leash peace
	ear dear fear hear near rear tear year clear earing near-by nearly
	eat beat cheat heat meat neat seat treat eaten beaten heater neatly
	beak leak weak sneak squeak leaky squeaky
	bean mean clean
	beast least Easter
	bead lead read leader
	leaf
	leave
	beanbag cleanup seashore seasick seaweed steamship
	beater cleaner leader

OO11	boo moo zoo
	moon noon soon spoon teaspoon balloon cartoon
	room broom bedroom broomstick classroom lunchroom bathroom playroom
	scoop
	tooth toothpick
	rooster
	cool fool pool tool stool toolbox
	boot shoot scooter
	food
	roof
	poor
	spooky
OW11	own
	bow low mow row show
	bowl shown
	owe
	blow crow glow grow slow snow throw
	blown grown thrown shown
	grownup scarecrow snowflake snowman snowstorm slowpoke
	owner
	borrow elbow follow pillow window yellow
	slowly snowy
A23	all ball call fall hall tall wall small fallen baseball hallway snowball snowfall
	salt salty

O23	roll
	old cold fold gold hold goldfish sold told scold golden holder
I22	find kind mind blind blindfold
	child wild
EA31	dead head read bread thread spread forehead instead ahead ready
	bear pear tear wear
	deaf death breath breakfast sweater
OO12	book cook look bookcase cookbook notebook shook took booklet
	good wood stood good-by firewood redwood
	foot bearfoot
	wool
	whoopee
OW12	owl
	bow cow how now wow
	down town
	brown clown crowd crown drown frown growl
	bowwow
	flower powder power shower tower
O31	won
	grandson someday something sometime
	son
	come done love month none shove some
	from
	front glove

	sponge
	lonesome
	oven
	above among color cover lovely Monday nothing shovel wonder
U31	bull bush full pull push put
	armful bashful careful cupful handful playful spoonful bulldog
	bullet bully butcher pudding
Y17	army belly berry buddy bunny candy cranky dizzy dummy empty golly grizzly sunny happy humgry hurry jelly jolly kitty merry nasty party penny safety shinny silly sixty sorry story tardy teeny ugly
LE22	ankle apple bottle bubble buckle bundle candle cattle circle freckle gentle jungle little marble middle needle
	paddle pickle puddle purple puzzle rattle ruffle saddle scribble simple sparkle tickle tumble turtle twinkle uncle
VCCe	badge bridge edge fudge
	dance fence prance prince since
	rinse
	else
	horse nurse purse worse horseback
	carve curve serve starve large
E17 + E21 (2 syllable)	after better bitter butter center cracker dinner enter hammer holler ladder letter lobster lumber matter member mister monster murder number pepper rubber scatter silver sister slipper sucker summer supper thunder timber corner order barber under upper winter pitter-patter teeter-totter
	perfume

western

darkness illness sadness sickness

bitten blacken deepen dotted fatten flatten harden ridden rotten sharpen

actress garden happen kitten mattress mitten pavement princess sudden

basket blanket bonnet bracelet bucket carpet jacket locket market midget picket puppet ticket trumpet

kernel nickel pretzel tinsel tunnel

absent forest hundred perfect problem

O17 button cannon canyon carton cotton gallon lesson pardon person ribbon

actor doctor mirror stubborn tractor

I17 bandit napkin rabbit pumpkin pencil tennis goblin

dentist artist

A17 alike alive alone asleep awake awoke along across

extra rascal signal arrest

backward burglar collar dollar forward mustard upward

fireman workman

APPENDIX D[1]

SOURCE OF NEW-WORD CONTENT FOR SECOND-YEAR FICTION STORIES

Fiction Story Number	Rule	Content for Word-Attack Instruction			
3	NG 10	-ang rang sang bang gang	-ing ring sing king thing	-ong song long strong	-ung rung sung hung stung
7	C 11	-ice nice mice rice twice	-ace face race space place		
	G 11	-age cage page stage			
8	A 21	-ar far car jar star	-art part cart start smart	-ark mark dark bark park	-ard hard card yard
10	U 21	-ur/-urC fur burn turn hurt curb curl			
	I 21	-irt dirt shirt skirt	-ird bird third	-irst first thirst	

[1]This appendix was compiled by Leslie Bronstein and Mas Okada. For the rules listed, the new-word content for the Fiction Stories must be selected from the words used in word-attack instruction, as shown opposite the rule. For all other second-year stories, the new-word content may be selected from among all exemplars of the rule.

	O 22	-or/-orC/-orCC word work worm worst world			
14	CH 10	ch- chin chip chop cheek	-ch much such	-nch lunch bunch punch pinch bench	-rch march porch church
	TCH 10	-itch witch pitch switch	-atch match catch patch scratch		
15	WH 10	wh- why when wheel which white while whale			
	QU 10	qu- quit quick quack queen	squ- square squeeze squirt		
16	AY 10	-ay say may day way	-ay play pray stay spray		
19	OW 11	-ow row low bow snow show	-own shown grown blown thrown		

21	EA 31	-ead head read dead bread thread spread	-ear bear tear pear wear		
24	O 31	-on son won	-one none done	-ome some come	-ove love shove glove
	U 31	-ull full pull bull	-ush push bush	-ful armful cupful handful playful	
25	Y 17	-lly belly jelly jolly silly	-nny sunny bunny penny	-rry berry merry hurry sorry	
26	LE 22	-ddle middle paddle puddle saddle	-cle/-kle uncle ankle circle sparkle	-ckle pickle tickle buckle freckle	-ttle little bottle battle rattle
27	VCCe	-dge fudge edge badge bridge	-nce fence since prince dance	-rse nurse purse horse	-rve serve curve carve starve

28	E 17	-ness	-en	-et
		sadness	rotten	market
		darkness	kitten	jacket
		sickness	mitten	ticket
			garden	basket
	E 21	-tter	-ter	
		letter	sister	
		better	mister	
		bitter	monster	
		butter	winter	
29	O 17	-on	-or	
		lesson	actor	
		ribbon	tractor	
		button	mirror	
		person	doctor	
	I 17	-in	-it	-ist
		napkin	rabbit	dentist
		pumpkin	bandit	artist
		goblin		